
Subject: Re: Anyone have a G15 keyboard?
Posted by [Crimson](#) on Fri, 09 Mar 2007 09:33:02 GMT
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Quote:Logitech LCD SDK Package
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Important First Step

We have modified the structure of the SDK package. It is a must that you remove any older versions of the SDK, along with all of it's directories and files, prior to using (unzipping) this new package.

Introduction

This package is aimed at any one that wants to develop an applet for the Logitech G15 LCD product. The package contains two sets of SDKs:

- Logitech LCD SDK
- Logitech EZ LCD Wrapper SDK

Logitech LCD SDK

This package contains the main LCD library (lglcd.lib) and it's accompanying header file (lglcd.h). Using this package, a developer can connect to the LCD and provide bitmaps to be displayed on the LCD.

Logitech EZ LCD Wrapper SDK

This is a set of classes that make the connection and use of the LCD very simple. It comes with it's own documentation and samples. It is meant to be an easier starting point than using the complete LCD SDK.

Environment

The environment for use of this package is as follows:

1. Visual C++ 6.0 to build and run demo
2. Drivers installed for G-series keyboards
3. Logitech LCD SDK package

Disclaimer

This is work in progress. If you find anything wrong with either documentation or code, please let us know so we can improve it.

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